

LEGO® Education WeDo 2.0 Computational Thinking

**Coding is more than code
with our new Computational
Thinking projects**

Designing
Investigating
Modeling
Coding



LEGO® Education
WeDo 2.0

BUILT ON NATIONAL
CURRICULUM

LEGO® Education WeDo 2.0 now comes with new projects that link into NGSS and CSTA standards, allowing you to not only bring science to life, but also to enhance computational thinking skills in line with the most up-to-date curriculum.

NEW!



Make Science Come to Life with Computational Thinking

Spark every students' curiosity in science, engineering and coding, and enhance their computational thinking skills to help them solve inspiring, real-world challenges. WeDo 2.0 supports you all the way with a complete teaching solution that builds students' confidence to ask questions, define problems and design their own solutions.

The new WeDo projects include

- 4 Guided Projects linked to curriculum standards, focusing on problem solving, with step-by-step instructions.
- 4 Open Projects linked to curriculum standards, with an initial design brief that inspires open-ended problem solving and exploration.

What's new?

- 4 Guided and 4 Open projects, each will be added directly to your Projects Library.
- Instant access to teacher notes that guide you through the new Computational Thinking projects, with our new 'Teacher Assistant' feature.
- An updated program library, with both programming and building functions.

About WeDo 2.0

Supporting Key Learning Values for elementary science, WeDo 2.0:

- Develops science and engineering practices including: asking questions and solving problems, investigating, analyzing and interpreting data, creating evidence based arguments and obtaining, evaluating, and communicating information.
- Engages students in science learning by making it real and relevant.
- Improves problem-solving, critical thinking, communication, and collaboration skills.
- Integrates digital tools to improve and strengthen computational thinking skills.



Moon Base (Guided Project) – This project is about designing a solution in which a robot would be able to assemble a base on the moon.



Animal Senses (Open Project) – This project is about modeling how animals use their senses to interact with their environment.